US 20180089901A1

(19) **United States**

(12) **Patent Application Publication**

Rober et al.

(10) **Pub. No.: US 2018/0089901 A1**

(43) **Pub. Date: Mar. 29, 2018**

(54) **IMMERSIVE VIRTUAL DISPLAY**

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(21) Appl. No.: **15/713,428**

(22) Filed: **Sep. 22, 2017**

Related U.S. Application Data

(60) Provisional application No. 62/399,140, filed on Sep. 23, 2016.

Publication Classification

(51) **Int. Cl.**

G06T 19/00	(2006.01)
G06F 3/01	(2006.01)
G06T 13/40	(2006.01)
B60R 1/00	(2006.01)
B60Q 9/00	(2006.01)

(52) **U.S. Cl.**

CPC ***G06T 19/006*** (2013.01); ***G06F 3/012*** (2013.01); *G06F 3/0481* (2013.01); ***B60R 1/00*** (2013.01); ***B60Q 9/00*** (2013.01); ***G06T 13/40*** (2013.01)

(57) **ABSTRACT**

A VR system for vehicles that may implement methods that address problems with vehicles in motion that may result in motion sickness for passengers. The VR system may provide virtual views that match visual cues with the physical motions that a passenger experiences. The VR system may provide immersive VR experiences by replacing the view of the real world with virtual environments. Active vehicle systems and/or vehicle control systems may be integrated with the VR system to provide physical effects with the virtual experiences. The virtual environments may be altered to accommodate a passenger upon determining that the passenger is prone to or is exhibiting signs of motion sickness.